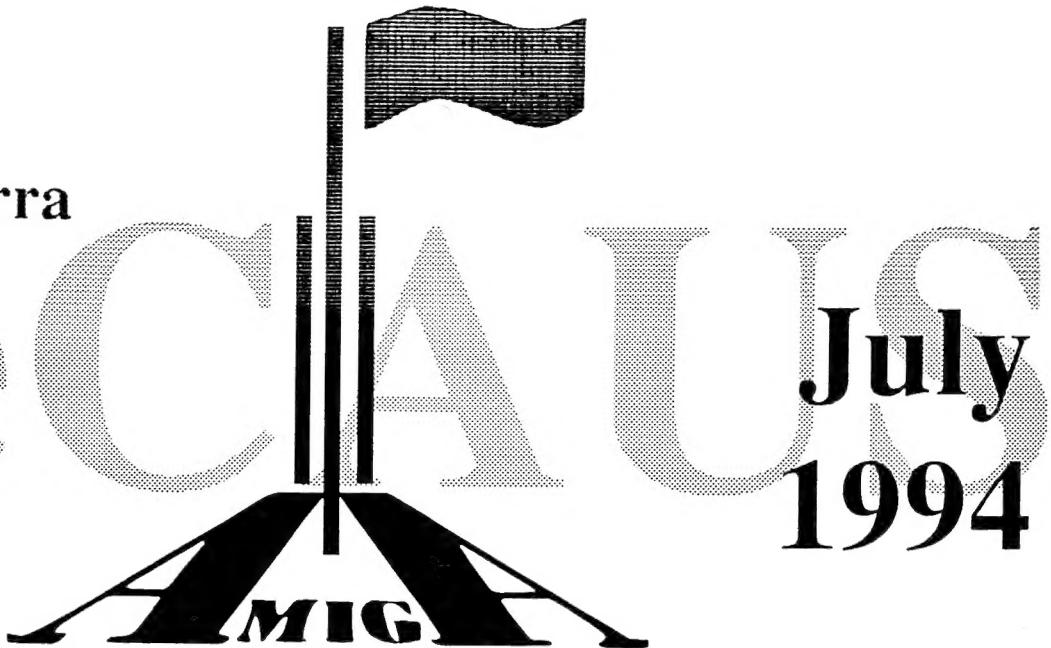
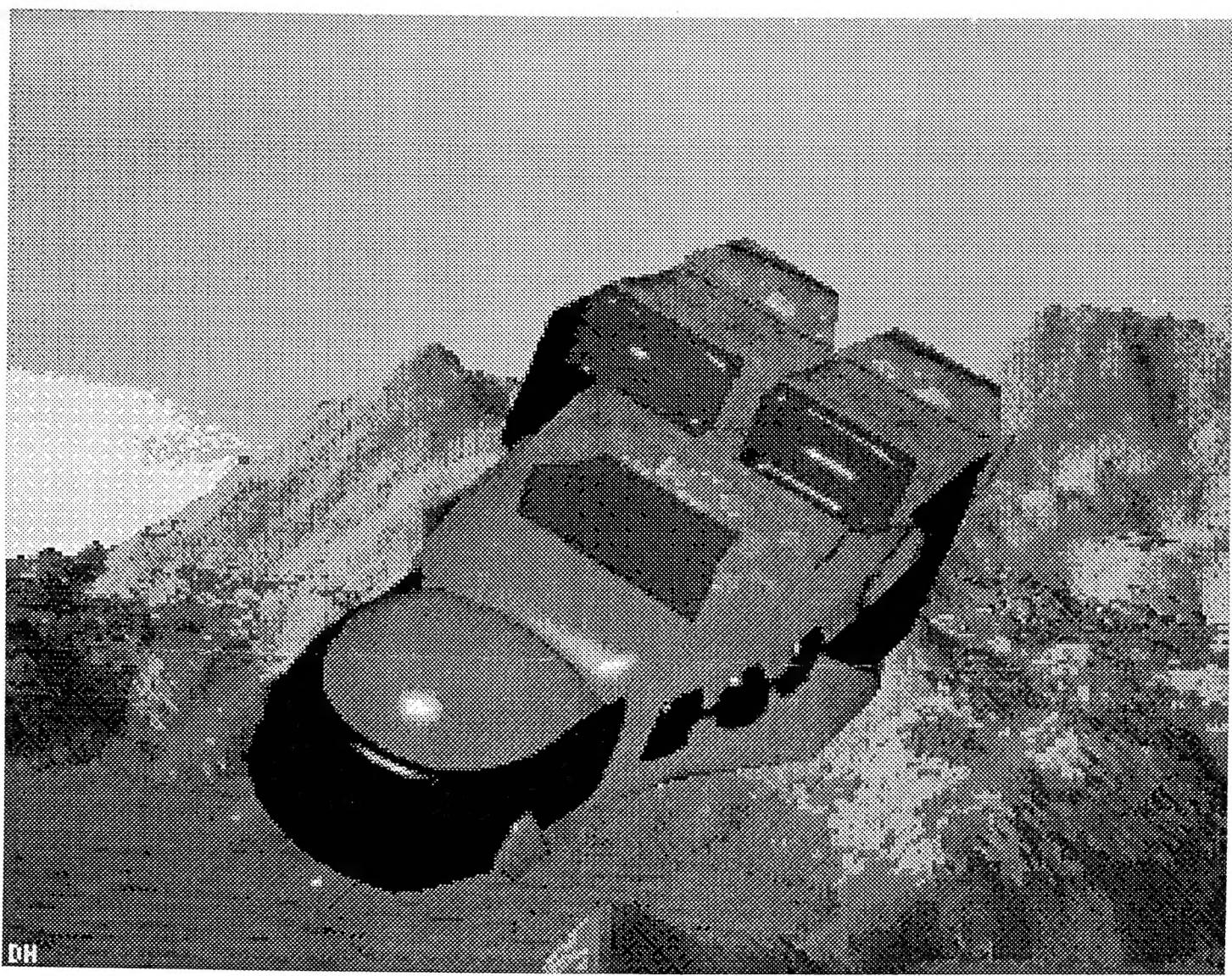


Canberra  
Amiga  
Users'  
Society  
Inc



July  
1994



DH  
**AmiBack & Tools • Future Amiga**  
**MagicWB • PD to CD!**  
**Slideshow Alley • Cannon Fodder**

# Canberra Amiga Users' Society Inc

## Aims of the Society

Canberra Amiga Users Society Incorporated (CAUS) is an independent group (currently with about 120 members) formed for the benefit of people who own, use or are interested in the Commodore Amiga computer.

## Benefits

Benefits include a bi-monthly newsletter, monthly meetings, discounts, a bulletin board, Public Domain library, special interest groups (SIGs) and the opportunity to meet and exchange ideas with other Amiga users.

## Subscriptions

Membership of the Society is available for an annual fee of \$20. This fee may be paid, with a filled-in application form, either at any of the monthly meetings or by mail to the Membership Secretary, PO Box 596, Canberra 2601.

## Bulletin board

The CAUS bulletin board is online 24 hours and is maintained by our Sysop Malcolm Reid and his team. To be a member of the bulletin board, you need to pay \$5.00 additional yearly subscription. The telephone number of the bulletin board is 294-3795.

## Meetings

Meetings are held at 8 pm on the second Thursday of each month in either the Chifley Room or the auditorium at the Canberra Workers' Club in Childers St, Civic. The dates for the next few meetings are 14 July, 18 August and 8 September.

Members are welcome to use all Workers' Club amenities on the night (as long as you are signed in).

The Beginners' Group runs from 7-7:45pm prior to each meeting.

Details of upcoming meetings and main topics will be advertised in the Canberra Times "Fridge Door" the week of the meeting.

## Newsletter Contributions

beCAUS is produced bi-monthly. Contributions to the newsletter can be submitted to the Editor via the newsletter area of the bulletin board, at the monthly meetings or to The Editor, PO Box 596, Canberra 2601.

Articles, reviews, comments and graphics are always welcome. The next newsletter is due out by the July 1994 meeting. The deadline for contributions to the newsletter is the end of the month preceding production. All contributions should be accompanied by the author's name and contact details. We reserve the right to refuse, disclaim and/or edit contributions.

## Copyright and Reprints

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the Canberra Amiga Users Society Incorporated, PO Box 596 Canberra 2601."

## Advertising Rates

	Full	Half	Quarter
Regular	\$25	\$19	\$10
Inside back	\$49	\$39	\$19
Back cover	\$74	\$59	\$29
	A4	A5	A6
Flyer inserts	\$39	\$29	
Artworks	\$39	\$29	\$19

Copy is to be provided to the editor either in Amiga graphic file format or as appropriately sized printed copy.

## Production

The Editor for this newsletter was Darryl Hartwig. The copy was formatted using Professional Page v4.1 and the masters were printed on a Postscript printer by Desktop Utilities. The offset printing was done by Tuggeranong Print. The collating and mailing was done by the DTP SIG.

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## Front Cover

How about another one of my rendered pictures? No-one else has come forward with their artwork. I can't believe there are no artists out there! I challenge everyone out there to beat my effort!

The 'spaceship' (my effort from a tutorial in Amiga Format) was rendered in Imagine 2 on a background created in Scenery Generator 2.

## In This Issue

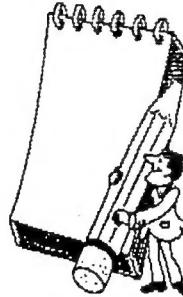
- 3 Editorial  
PD Collection goes CD!
- 4 Crafty Arts - Slideshow Alley Part 2
- 5 Amiga Future  
Help Service
- 6 Review - Amiback & Tools
- 7 Review - MagicWB
- 9 CAUS Public Domain  
SIGs
- 10 Review - Cannon Fodder
- 12 What's Happening?

## CAUS Committee (1994/5)

President	Steve Kennedy	254-6711(h) 6-8pm
Vice President	Michael O'Sullivan	268-8111(h) 6-8pm
Secretary	Ursula White	281-1872(h) 6-8pm
M'ship Sec.	Mathew Taylor	241-8892(h) 6-8pm
Treasurer	Clinton Sleath	251-2390(h) 6-8pm
Editor	Darryl Hartwig	293-2347(h) 6-8pm
Property Officer	Joe McCully	255-2128(h)
Committee	Andrew White	281-1872(h)
	James McPhee	251-5202(h)
	Loy Winkler	4-10pm

## Editorial

The weather is starting to get cold, so that means all of you will be playing with your Amiga's more. Anyone want to write something for this magazine or draw a picture for the front cover? It would be most welcome.



Leigh Murray finishes her article on Slideshows that she commenced in the March issue - interesting reading (and some very nice pics!). I actually bought the TAD disk on Fractals (checkout the ad in this issue) and have used the Mandel-Mountains program (two of the pictures are from that program) - fascinating.

We have a number of reviews in this issue (to take the space usually taken up by Mathew's tutorials - he'll be back next issue). And on a good note, the Amiga looks to be on the up and up (read the article *Amiga Future* in this issue).

Anyway, 'til next time, Ciao and keep Amiga'ing!

Darryl Hartwig

## PD to CD

That's right! The CAUS P.D. Library is moving to CD format!

The extensive CAUS PD library (almost the entire Fred Fish Collection) is moving to CD format.

### "Why bother changing?"

The move has become necessary as the size of the collection continues to grow (it's already about 1000 disks worth!) and is becoming unwieldy... especially to bring to meetings! Therefore CAUS has purchased an A570 CD-Rom player to attach to the Society's A500 so that the entire collection can be brought to each meeting, and you can have your choices copied onto floppies (either your own or ones supplied at cost by the Society).

### "Yeah, but how much is it going to cost me?"

Nothing (... if you're a member of CAUS!) That's right, it's free! The PD library is one of the benefits of being a member. There is no limit to how often you use the library, there are no additional joining fees and there are no fines for returning books late!

### "That might sound fine... but what's in the collection?"

We shortly will be producing an index disk (KingFisher/Aquarium / or similar) which will allow you to browse through the Fish collection to make your selections. These index disks will be updated everytime a new Fish CD is received. These disks (and updates) will be available from the PD library at the cost of a disk.

### "But I can't make it to all the meetings!"

If you require disks from the Fish PD collection at any time other than at a meeting, just contact any member of your  
*(continued on page 10)*

Professional Software  
call your dealer!

## ARexx Cookbook

Tutorial approach step by step  
Useful projects that perform worthwhile tasks  
ARexx and Postscript explained  
Index cross-referencing with Hawes & Commodore manuals

## Opus 4.12 /CanDo 2.51

All upgrades and tech support for Australian users through Desktop Utilities - registration \$15 for Opus and \$30 for CanDo, free for users whose packages came with DTU registration form

## Contact 2.1

Puts you in touch, instantly

New version - a page and a half of new features!  
This personal information manager will give you fast and easy access to addresses, phone numbers etc. Configurable modem device & dial prefix to select your preferred phone carrier at any time.

## MathsMaster II

Another new release!  
Now with mixed module combining addition, subtraction, multiplication and division, and a high score table. For primary ages - maths games.

## Desktop Utilities

PO Box 3053, Manuka, ACT 2603  
Phone (06) 239 6658 Fax 239 6619 BBS 239 6659

# Crafty Arts: Slideshow Alleys - Part 2

by Leigh Murray

*Here is the continuation of the article started in the March 1994 magazine. Read and enjoy (ed).*

## Slideshow Programs

As mentioned in the first part of this article, several of the disks I made as TAD CharityWare disks contain slideshows. The task of setting up a slideshow proved unexpectedly tricky. This was what I hoped to achieve:

- display up to 30 pictures per disk in a single slideshow;
- start the slideshow by clicking on an icon;
- the pictures had long names and were in several directories, so long pathnames/multiple directories had to be possible;
- the slideshow should run through without any intervention;
- all the Lo-Res pictures should be displayed correctly;
- the slideshow program should be small, and run correctly on Workbench 1.3, 2 and 3 systems;
- the disk would not necessarily be a boot disk, so programs needing non-standard libraries were out.

I found that I couldn't use a CLI-initiated program via an IconX script because in Workbench 1.3 systems, the maximum number of characters on a CLI command line is only 255 (or thereabouts), and I simply couldn't fit anywhere near 30 longish pathnames in so few characters. Some slideshow programs have the capability to show all the pictures in a single directory if you tell them the name of that directory, but can't do this for multiple directories. So I needed some sort of

script facility.

The slideshow programs I evaluated were: *ShoWiz* (version 2 is on TBAG 31), *SlideMaster* (on Fish 274), *SlideShow* (Fish 151 and TBAG 18), *QuickFlix* (Fish 106), *IFF* (Fish 642), *Mostra* (Fish 753) and *Show* (on Fish 323).

*PicBase*, which comes on Fish 527, has a different type of slideshow feature, allowing you to scan quickly through miniatures of all the images stored in a picture database; it is designed to let you quickly find one image among many.

The slideshow programs I like best are *ShoWiz*, *QuickFlix* and for Workbench 2, *Display*.

## ShoWiz

*ShoWiz* has an excellent script facility. This allowed me to set up a continuous slideshow for all the pictures on a disk, with no restriction on long pathnames for

great flexibility with the script. You can make a continuous display very easily, by using ! at the end of the CLI command line or Repeat in a script, and you can play sounds and animations via the script too. Although *ShoWiz* is designed primarily to provide a timed slideshow, it can also be used in a user-interactive mode by specifying a long time delay for each picture, and then clicking the left mouse button whenever you want to skip to the next picture.

*ShoWiz* has one unusual feature: it blacks out the Workbench screen while it is in operation. If for any reason the system puts up a requester (for instance, if a disk it needs is removed during a slideshow), then you can't see the requester. Very confusing! To get out of this situation, a warm restart (press Ctrl-Amiga-Amiga) will usually suffice. Note that you should avoid version 1 of *ShoWiz* - it has a major bug; this is fixed in version 2.

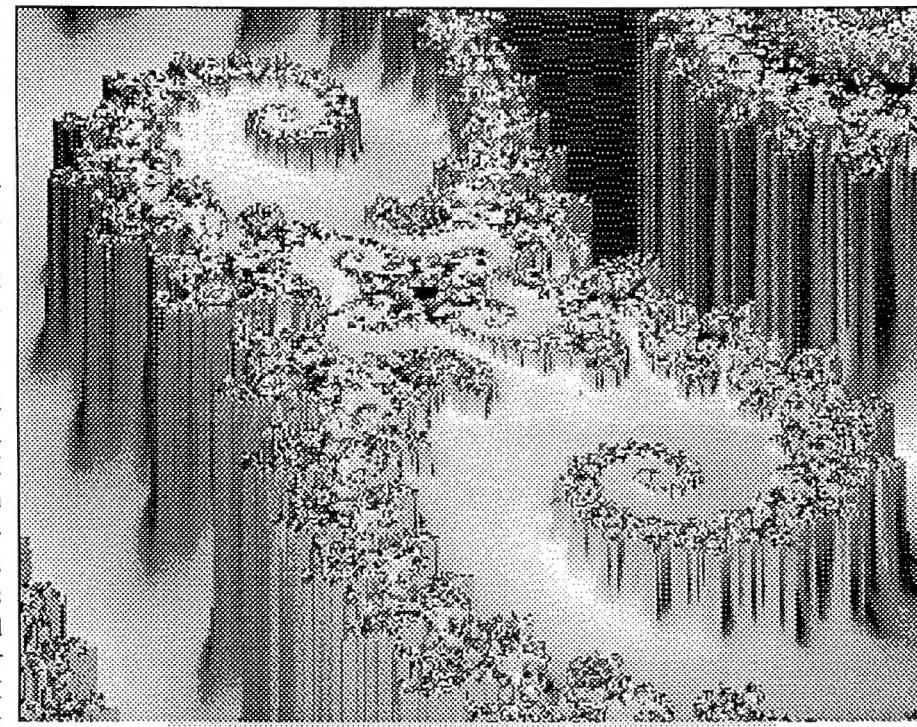
*ShoWiz* is a powerful slideshow program, and I recommend it. This is the program I used for the slideshows on the TAD CharityWare disks; if you want to see examples of its use, then it is on *Jigsaw.2*, *Jigsaw.3* and *Kids.Disk*, along with full documentation.

## SlideMaster

*SlideMaster* can show HAM, extra half bright, hi-res, interlace, and overscan pictures; there are 8 different wipes. It can be started from the CLI or Workbench, has an ARexx port and time delay mode. It is small

and powerful, but it has no script facility, and it distorts a few pictures. Note that to use *SlideMaster* for the type of auto-running slideshow I wanted, you would have to use the CLI option (perhaps via IconX) or the ARexx

(continued on page 8)



An image created by the *MandelMountains* program from the *TAD.Fractal* disk

each picture. If I'd wanted to, I could have had different wipes and different time delays for each picture - there is

# Amiga Future

The following was information dictated to me by Andre Hogie on Tuesday 31st May, 1994.

Premier Homeline, a company just formed by, and in conjunction with Commodore Germany has the worldwide distribution rights for Amiga. They are financed by Samsung, who is a major shareholder in HP (printers, etc). Expect to see the AGA chips in their (Samsung) hardware.

Germany's production plant is continuing, and the Scottish plant will be revived and possibly the Phillipine's plant as well. These plants will be producing the following: CD-32, A1200, A4000/30, A4000/40, A4000/LC, A4000/FPU and the 1084 (among others?). The 1942 will most likely be replaced by a Mitsubishi monitor. The new A5000 will contain DSP, AAA, SCSI and have a CD-ROM driver as standard. It will come in two chip versions, 040 and 060. They will be available one week from today (31/05/94).

Megatron (Melbourne) has the right to import and the distribution will be done by Amiga Australia and New Zealand Corporation (not related in any way to Commodore Asia-Pacific!). They have a warehouse in Leichhardt,

Sydney.

The whole distribution chain will change: 'Brashes' and 'Harvey Norman' type stores will only stock the CD-32 (games machine). Specialty stores will be managed by Amiga-literate people who will be awarded dealerships; similar to the way the Macintosh network is setup. There will be an association of dealers who will collaborate between them for marketing and support. This will create a strong competitive presence in the market place, and can only lead to bigger and better things for the Amiga.

Andrew Farrell is buying ACAR. The format will change; the magazine will become bigger and slightly more expensive. Advertising will get cleaned up; at the moment there are fictitious products they can't supply and out-of-date pricing.

Another idea is the local store which will have service-based marketing. I'm a bit fuzzy on this one - talk to Andre!

Note: I cannot be held responsible for the accuracy of the above. It was given to me over the phone, and I'm not noted for my handwriting ability.

Darryl Hartwig (ed)

31/05/94

## FOR SALE - CHARITYWARE

Ten disks for sale at \$6 each. All profits go to a Canberra charity, Technical Aid to Disabled (TAD).

### ICONS

Icon editors/tools, 150 icons, Beginners' Guide.

### FRACTALS

Seven fractal programs with a detailed Beginners' Guide.

### HOME BREWER DISK

HyperBook database of Beau Ricc's unusual recipes for beers, wines, liqueurs and fruit drinks, set up for easy browsing and printing.

### KIDS DISK

Designed for toddlers, it's got animal sounds, cartoon pix, KeyBang etc.

### PIX DISKS (3)

Ready to use pix for illustrating letters etc; 2 disks black & white pix, 1 disk coloured. Animals and plants (many Aussies), cartoons, people.

### JIGSAW 2 and 3 DISKS

Jigsaw program and slideshows (21-24 scenes, cartoons, etc).

### FLIGHT

Flight Sims Theory, slideshow.

See David Bennett at the CAUS meeting to buy these disks, or ring TAD on (06) 285 4040.

Please help a very worthwhile charity and get some great disks!

## Help! Service

The following is a list of members who have volunteered to share their knowledge and experience with other members. If you have a problem or just need a bit of advice in any of the areas listed, please ring during the hours shown.

### What's happening General Help

Paul Martin	10-10 M-Su	253-2121
Joe McCully	6-12pm M-Su	255-2128
Andrew White	6-8pm M-F	281-1872
Gordon Owitrim	7-10pm M-Su	297-2692
Neil Squires	7-10pm M-F 10-9 Sa-Su	259-1128
Simon Town	6-7pm M-F	288-8362
Frank Keighley	6-7pm M-F	239-6658
Frank Keighley	6-7pm M-F	239-6658
Darryl Hartwig	6-8pm M-Th	293-2347
Andre Hogie	6-8pm M-F	290-2474
Colin Vance	6-8pm M-Su	241-7113
Matthew Taylor	6-8pm M-Su	241-8892
Darryl Hartwig	6-8pm M-Th	293-2347
Bernie Wiemers	6-8pm	248-9837
Andrew Boundy	8-10pm M-Th	291-6971
Joe McCully	7-10pm M-F	255-2128
Matthew Taylor	6-8pm M-Su	241-8892

### Hard disks, Digiview Laser printing Desktop Publishing

### Desktop Video Beginners AmigaDOS

### ProWrite Amos Superbase Wordperfect C Hardware

Please contact the editor with updates to this list.

# AmiBack & Tools

**E**xperience is a wonderful teacher, especially when the lesson is 'Backup Software Appreciation'.

Last Christmas, I managed to kill a hard disk. Thanks Santa! After lots of attempts at getting a repair done, (it was the circuitry that got blown, not the spindle, but that is another story) I have had to replace the disk. Having got back the storage space, I have now restored my system, in total, to within days of the disaster, thanks to my justifiable paranoia and reliable backup software. All directories, paths, libraries, data, scripts, you name it, are back where they belong. Just a matter of connecting, partitioning and formatting the new disk and doing a full restore of around 110 Mb of data. Simple! Phew! Total time to do all this, including configuring the disk - under three hours!

Of the available Amiga backup programs, I have tried Superback, Quarterback and Amiback. I now use Amiback exclusively, basically because it is the only software that I have found that will allow me to talk to my Wangtek SCSI tape drive successfully.

Not that the other programs lack any merit. I found Superback fast, simple to use and reliable for backing up to floppy but, in the early version I was using, couldn't address any other devices as the backup destination. Quarterback was reviewed recently in this newsletter. In that article, it was mentioned that Amiback was the main competition for Quarterback. It is. Everything Quarterback can do, Amiback can do with knobs on, and it has the added advantage of being the cheaper package of the two.

## *Experience is a wonderful teacher*

### Installation

The installation software is intuitive and automatically detects whether you are running AmigaDOS 1.3 or 2. It guides

you through the installation process, either using an easy install, or an advanced installation, which amounts to you specifying where all the files and logs are to be put. Amiback will install at any point in a directory structure. This is an important feature as there is STILL software about that won't let you do this and insists on being installed at the top of the directory tree.

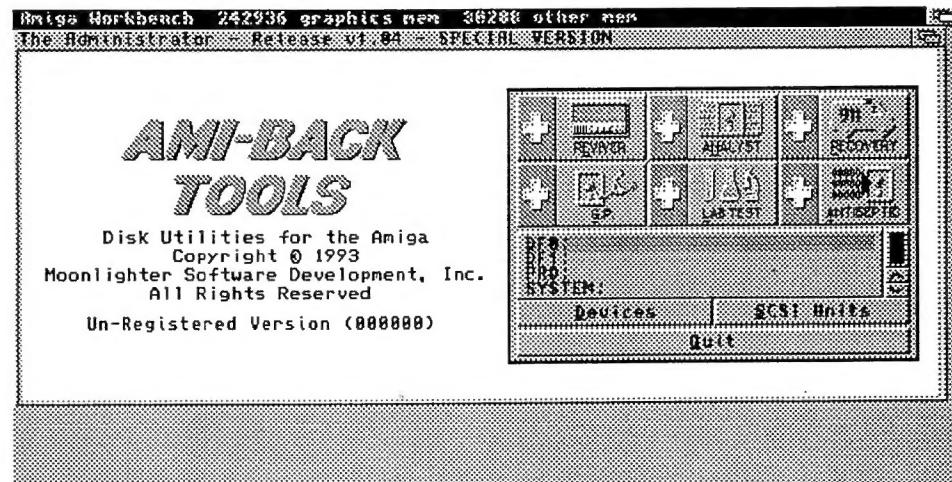
### Amiback Features

Here are some of the best features of Amiback & Tools.

- Backup to any recognised device, including AmigaDOS files or to a raw (unformatted) disk partition.
- Complete, Selective, Recovery and Image backups. The bit Image backup allows you to retain the precise image of software which might be damaged if there is any change at all (some files

itself a sub-directory).

- Amiback, like Quarterback, produces indexes of your backups (lists of what has been backed up). These lists are used to do selective restores. The indexes are not stored as a header to the backup, but are written to disk. This has advantages and disadvantages. For one thing they don't take up any room on the backup, but they do pose some extra work in keeping track of the lists. However, Amiback allows you to build an index at any time direct from the backup itself, which allows selective restores even if you have lost or decided not to keep the original index file.
- You can password protect your backups.
- Online Help.
- Ami-Sched allows a completely automated backup regime to be put in place, including the scheduling of full



are just not the same after being restored from backup), and non-AmigaDOS partitions, eg: Unix, AMAX or (shudder) MS-DOS. It is also the fastest backup option.

- Compare backup and original at any time (not just verify as you do the backup).
- Compress as you backup with no loss of speed (I haven't tried this but I do know that there is a big hit on Quarterback performance when you use compression).
- Restore a full or partial directory tree at any point you choose, including on a different device, and at a point that is

and incremental backups. This might have major benefits for BBS operators who leave their machines running 24 hours a day, but for most of us, this feature is of limited use, unless you need to implement a fairly complex system of full and incremental backups to floppy.

- ARexx support.
- AmigaDOS 1.3 or 2. Two versions of the software are supplied.
- Ami-Back Tools provides utilities to:
  - Recover deleted files
  - Analyse disks for errors, bad blocks etc, and fix or mark bad spots.

(continued on page 9)

# MagicWB

## BRIEF DESCRIPTION

A collection of icons to replace the standard Commodore-supplied icons. To quote from MagicWB's ReadMe file:

"[This] is not 'just another useless Icon compilation!' It is far more different. [...] This package contains all standard system icons and more (actually 60 different icons) painted in a new completely different style: They look very 3-dimensional, have 8 colours, have gradient fills, feature click-and-push animation if being clicked onto to simulate a pushed button and even more..."

## HARDWARE REQUIREMENTS

If you don't have the AGA chipset, I strongly recommend a flicker fixer or some kind of graphics board that lets you use the Workbench in a flicker free HighRes-Interlaced or better display mode. While MagicWB can be installed on any kind of system, it doesn't look too good on displays with non-proportional pixels. For example, a 640x200 display would make the MagicWB icons look much too tall.

To unpack the MagicWB archive, you'll need at least 1.7 megabytes of RAM or hard disk space. Installation might be difficult on floppy-based systems with less than 2 MB of memory and custom Workbench disks.

## SOFTWARE REQUIREMENTS

The MagicWB icons are created using the enhanced AmigaDOS 2.x colouring scheme, so you'll need at least Workbench 2.0. If you want to use one of the fancy backdrop patterns, you'll also need to pick up the "NickPrefs" package by Nicola Salmoria, which can be found on AmigaLibDisk (Fish Disk) 780.

## COPY PROTECTION

None. However, all MagicWB icons are marked with a tooltip:  
"">>>>Icon by Martin Hottenloher <<<".

## REVIEW

I'll admit I had to be forced to try out the MagicWB package. I had been using the normal 4 colour HighRes Workbench for ages, and I saw no need to change things around, especially not to some colourful interlaced mode. But then my

Picasso II arrived, and peer pressure got the better of me. Now I'm perfectly happy with the new look of my Workbench, and I'm not thinking of switching back any more.

The installation should prove no major problem once you've read the "LIKES AND DISLIKES" and "BUGS" sections of this review. Just go ahead and see what you get! Alternatively, you can have a look at Martin's Workbench by clicking on the "Show MagicWB" icon. Modifications include the switch to an interlaced display with eight colours. Also, all of the standard system icons will be replaced with their MagicWB counterparts. The supplied utility "Update Drawers" brings the new "Magic" look to directory structures on other partitions of your system. Once you're done, you will see the new professional look of your Workbench.

MagicWB also comes with a large collection of nice-looking backdrops that can be installed on your Workbench. They sure do look nice, but if your Workbench version is lower than 3.0, you need NickPrefs to install them. See "BUGS" on my experiences with this package.

You pay for all that glitz with some trade-offs: the MagicWB icons are quite a bit larger in size than the old ones, so they take up much more space on your hard disk. They also take longer to load, since the installation seems to fragment your hard disk a bit. However, this is quickly cured by backing up and restoring the disk, defragmenting it. Alternatively, if you're courageous enough, you might try one of those fancy disk reorganisation programs.

Switching from 4 colours non-interlaced to 8 colours interlaced also carries some performance penalties on older systems, since the increased DMA bandwidth required to display such a mode effectively slows down blitter operation. This shouldn't be a problem on AGA machines! Running MagicWB on the Picasso II graphics board in 800x600 pixel resolution is a pleasure to behold!

Another problem of running an interlaced display is the inevitable flicker in the first scan line of the display that my A2320 display enhancer creates. A cheap

work-around to this is using the "BorderBlank" commodity which can be found in the subdirectory os20/util on the Aminet ftp sites.

There is a much neater solution: enter the Overscan preferences program to adjust the borders of your display so your screen starts below and not on the flicker line! In conjunction with BorderBlank, this small trick hides the annoying flicker perfectly.

You might also run into trouble trying to run your collection of hard-disk-installed games. Some commercial games evidently don't like interlaced Workbench displays! You can kludge around this by fixing them with a startup-procedure that explicitly switches back to a non-interlaced screenmode of your choice. The "ScreenMode" preferences program supplies a "Use" keyword that lets you specify a screenmode preferences file to use.

Having all those old-style icons lying around on your Workbench tends to be a problem, too. Don't be afraid to try to create your own icons! All you need is IconEdit and a paint package! Maybe Martin Hottenloher will provide generic MagicWB icon layout templates in IFF format in a future release.

## DOCUMENTATION

MagicWB comes with a large, 58 kilobyte ReadMe file, detailing the installation, history and concept of MagicWB. There's also a license agreement and the usual plea for shareware contributions.

## LIKES AND DISLIKES

I don't like the way the MagicWB installation copies its new icons over the existing ones, overwriting your existing tooltypes, and without saving the old icons first. The installation should provide an option to back up the old icons somewhere.

Giving away a fully operational shareware package shows the author's trust in the Amiga community. However, my personal feeling is that more people would be willing to register if the author made clear what kind of incentives he's offering. You know, I just love to have those shareware registration certificates and specially labelled disks around!

While MagicWB includes all of the  
(continued on page 10)

## Crafty Arts: Slideshow Alleys - Part 2

(continued from page 4)

port. From Workbench, it only functions in extended selection mode (whereby you click on the SlideMaster icon then, holding the Shift key down, click on the pictures you want to show).

### SlideShow

SlideShow features forward/backward presentation and creative screen wipes, but won't handle hi-res or HAM, does not have a time delay mode (you need to click the mouse buttons to go forward or back), and all the pictures need to be in the same directory as SlideShow.

### Mostra and Show

Mostra is an excellent picture displayer; it correctly handles a wide variety of picture sizes and resolutions. It has an excellent script facility, and it is suitable for use in slideshows - but only if you have arp.library in libs: (so unless the program is on a boot disk which has arp.library, or you have arp.library on your own boot disk, you can't just click and

go). Its forerunner, Show, also needs arp.library.

### IFF

IFF, which is tiny (3K), is an excellent IFF displayer, and can show a series of pictures which are listed one after another on the CLI command line, but it has no time delay feature; you must click the mouse button between each picture. It has no script facility, so you are limited to the total CLI command length of 255 characters for Workbench 1.3 systems and about 512 characters with Workbench 2.

### QuickFlix

QuickFlix is an excellent slideshow program, on the biggish side (at well over 60K). It supports all the non-AGA graphics modes, can run with

*An image created by the Lyapunovia program from the TAD.Fractal disk*

internal timing or be triggered by an external source, and caches images in memory to achieve rapid frame rate. One quirk is that it uses a joystick rather than the mouse or keyboard for triggering the change to the next picture.

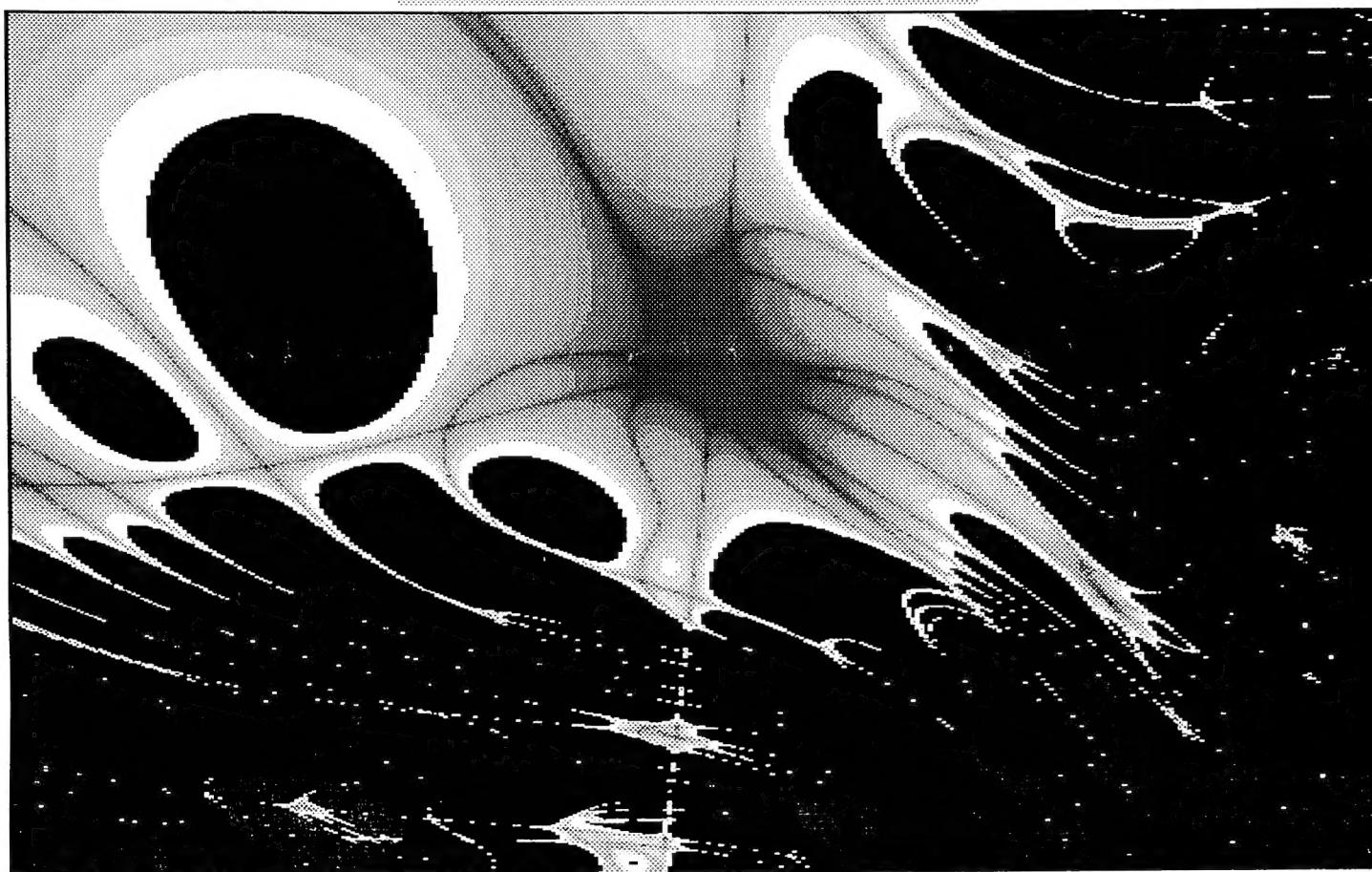
The really good feature of this slideshow program is the memory caching. That is, it buffers images, queuing as many as memory can hold. This can be very handy for some situations, such as projecting the words of a song.

### Display (for Workbench 2)

Display comes with Workbench 2 (and possibly 3, which has the MultiView program). Display works well as a slideshow program, and has a script facility. Like QuickFlix, it is useful for song word projection, because it buffers one picture in advance. Display also has an unbuffered go-back feature, which

(continued on page 11)

*"Fractals  
make great  
slideshows"*



## Amiback & Tools

(continued from page 6)

- Recover trashed (as opposed to crashed) disks. Eg: Disk is no longer an AmigaDOS device, or quick format has been performed.
- Optimize disks - configurable for file, directory and/or free space optimization.
- Compute a CRC for AmigaDOS files. This can be used to check for corruption from a virus or other source.
- Completely obliterate a disk with no possibility of recovery of deleted files. This is a security measure. The Defence department would love this one!

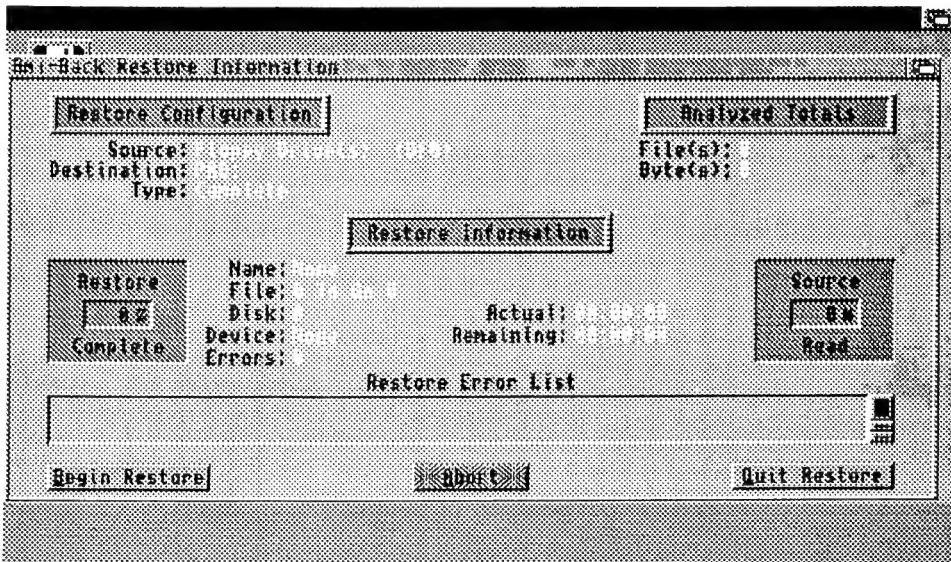
### Tape Drives

Once you get into the region of using hard disks bigger than 40 Mb (and that certainly is not uncommon for Amiga users these days) the prospect of doing full system backups to floppy disks is simply not a realistic proposition. Tape drives and other mass storage devices are not cheap however, and there is the distinct possibility that your backup software will not be able to successfully talk to the device you have bought, despite the reassurances of the salesperson. The problem is that tape drives, for example, can be configured in many different ways, with differing tape media (QICtape, DAT, 8mm) and within these media types, differing capacities for tape length, speed of data transfer, data block size, etc, etc. Both your SCSI controller board (the ROM's

thereon) and your backup software, have to be able to cope with this variation, and talk the same language as the tape device.

To Quarterback 5, a tape is a tape is a tape. When I try to backup to tape using Quarterback, my system hangs - end of story. Amiback has more of a chance at being able to cope with a particular tape drive it might not have seen before because the aspects mentioned above are configurable. You can set the block size, buffers and so on for your tape and

ing 32k buffer size, at 2.8 Mb per minute. The Image backup runs at a bit over 3 Mb per minute. At that rate, a 200 Mb system can be fully backed up (or restored) with one operation, including multiple partitions and full directory structures within those partitions, in under an hour and a half. With some fiddling with buffers and things like the tape block size I should be able to improve on that. Contrary to popular belief, the speed of the CPU doesn't have a great deal to do with it and neither does buffer size alone. The key is throughput. You want to throw data at



save the configuration. In fact you can save and use multiple configurations. With a little experimentation, you should be able to tune your backups and restores for maximum throughput.

Amiback transfers data to tape on my system, which is a standard A2000 running a 68000 CPU, using default settings includ-

your backup device as fast, but no faster, than it can cope with it. Bigger does not necessarily mean faster. Sometimes shrinking a buffer can result in better performance.

### Problems and/or Bugs

I have found very few bugs in Amiback.  
(continued on page 11)

## CAUS Public Domain Collection

The Society's Fred Fish collection of public domain software contains a huge variety of goodies from text editors, databases, communication, graphic and music programs through to utilities, games, disks of pictures and animations and many demonstrations of commercial programs.

The following people are PD librarians:

Mathew Taylor	Palmerston	241-8892
Wayne Haesler		216-1236
Berenice Jacobs	Scullin	255-2284
Bernie Wiemers (AMOS)		248-9837

You have the choice of buying the disks or swapping them for some new acceptable NAME brand disk that you own. The copying fee for each disk (except for the FISH catalogue disk) is \$1 to cover the librarian's costs. For those who want other than the Fish collection, Berenice Jacobs holds a large collection of alternate public domain. Contact Berenice for more details.

### Special Interest Groups

Each of the following members is coordinating a Special Interest Group (SIG) in the listed topic. If you are interested in joining one of these groups and getting more info, contact your Amiga user group chair directly or contact the SIG chair at the next monthly meeting.

Joe McCully	216-1236	C programming
Darryl Hart	216-1236	Desktop Publishing
Angie Hart	216-1236	VRCO
Matthew Hart	216-1236	C Programming
Berencie Jacobs	255-2284	AMOS programming
Margie Chang	248-9837	Public Domain

If anyone else out there would like to start their own SIG, please see a member of the committee.

All SIG's dissolved!

# Cannon Fodder

by Steve Kennedy

Well, the game is much harder than it looks at the higher levels. You start with three guys who have been drafted into the army (suckers!) so that they can fight for the country that pays them their wages! But things are not what they seem, for they are on the road to high adventure and bigger glories.

The first mission is called the *Sensible Initiation* which is really what it is!!? Things from here get tougher (like most of the games we play). This one has the same idea as most games; kill, hack, slay, blood, guts, gore; the type of thing that goes into making an Arnie movie but with less special effects. So far I've managed to get to mission 8 (with much frustration and pulling of hair, screaming and cursing!!!). How is a person supposed to coordinate firing missiles and fend off their front row while moving forwards with a machine gun, huh?! Tell me that, will you!

Now to the techo part of it (the review

(continued from page 7)

standard icons, you'll probably discover that there are thousands of old-style icons left on your Workbench. Converting all of them over to the new "Magic" look should prove too hard a task for any single user. In an effort to motivate other users to contribute their custom-made MagicWB icons to a common pool, I've uploaded the archive "MagicIcons.lha" to the directory wb/misc on the Aminet ftp sites. New icons include my favourite commodities like "Tool Manager", "TWA", "ASwarm", "MFR" and "Exploding Layers".

## COMPARISON TO OTHER SIMILAR PRODUCTS

I've seen a lot of icon collections in my time, but there's nothing that comes close to MagicWB in quality.

## BUGS

The "Unpack MagicWB" script didn't work properly for me. The dearchiver complained that it had problems creating some files. This is either fixed by unpacking the archive from hand, or by replacing the call of "lhx" in the script with a call of LhA.

that is). The game is good in the aspect of playing a shoot'em up while massaging the old grey matter, ie. thinking. The graphics are pretty good; plenty of detail in the men that you control.

Splitting up the party can sometimes be an advantage (to get around certain obstacles), but most of the time keeping the team together can improve your fire power. Click on the team member's name to split the party up.

The whole game is controlled by the mouse, which gives a fast response to aid in shooting the enemy before he gets you.

The controls are easy to use; left mouse button to fire gun, right mouse button to fire missiles.

It's a blast of a game if you want to kill(!) a few hours and have some fun!

See you at the next meeting.

# 3D SIG!

I'm looking for expressions of interest and ideas for a SIG involving any 3D modelling and rendering program; eg. Imagine, Real-3D, etc. My home is available at the moment for a meeting place (but I expect we can move around a bit). Meetings can revolve around helping members with design problems with their package, and possibly do some cover pics for the magazine.

See me at the CAUS meetings or phone me on 293-2347 (AH).

Darryl Hartwig (ed)

## PD to CD

(continued from page 3)

committee (see the listing in this newsletter) and they will be happy to organise it for you.

### "I want something that's not in the Fish collection."

Some time ago, CAUS decided that we would concentrate on maintaining the Fish collection of PD for our library because it contains a wide variety of material, is updated on a regular basis and represents good value for money. We do acknowledge however that there is material that is only available through "alternate" PD collections (17 bit, etc). At most meetings (and at other times) you will find people (Berenice Jacobs, James McPhee, Mathew Taylor, etc.) with the alternative PD collections available for copying.

### "When this all going to happen?"

Soon! We've already got the CD rom drive, the A500 and Fish CDs are available, we've just got to organise the index disks and a few minor details and then we'll be off and running with the new look "CD PD Library" most likely by the August meeting! If you have any further questions, contact someone on the committee and they'll do their best to help.

Andrew White

## Crafty Arts: Slideshow Alleys - Part 2

(continued from page 8)

can be handy if you goof and display the words too far ahead.

Display's on-screen documentation is poor and confusing, but the written documentation in the Workbench 2 manual is fine except for an error about the default for the MOUSE tooltype. It is best if you don't use the defaults; instead say explicitly in the tooltype what you want to do.

And now on to the pictures....

### Pictures for Slideshows

There are a lot of great pictures readily available in the public domain. Some of the best sources are the TBAG disks (you can get these from Berenice Jacobs) and the MegaDisc GR series (ring 008 227 418 for orders). And you can always create your own masterpieces if you have artistic skills.

TBAG disks contain many interesting pictures, ranging from cartoon characters to ray-traced goodies. Some of the pictures I like include:

- cartoons - Mickey Mouse on TBAG 18, Bugs Bunny TBAG 36;
- scenes - a medieval Castle and a Spaceship on TBAG 1, Mt. Rushmore and Strawberry on TBAG 18, Cindy and Coca-Cola on TBAG 74, Ice Giant TBAG 75, Reflection TBAG 73;
- people - Beatles TBAG 70, Einstein TBAG 36, Terminator TBAG 18, Trek Crew TBAG 22, December TBAG 51.

MegaDisc GR disks with potentially suitable slideshow pictures include:

- raytraced - GR 35, GR 128, GR 158, GR 160, GR 168, GR 176 A & B;
- space images - GR 3 and 4 (Neptune), GR 24 (Orion etc), GR 61 (nebulae, constellations), GR 134 (planets);
- Star Trek - GR 89, GR 91, GR 128-130, GR 142 A & B, GR 160;
- animals and flowers - GR 17 (truly superb pictures); and
- assorted - GR 161 Tolkien Slideshow, GR 23-34 (choose GR 34 for snazzy cars, GR 23 for futuristic scenes, and GR 24 for astronomical subjects).

Fish disks don't have a lot of pictures. There are a few lurking quietly in the

deeper waters of the collection, but it takes a good troll to find them.

Some of the ones I've netted include those distributed with the slideshow programs on Fish 151 and 274, and some good cartoon pictures on Fish 394.

Fractals make great slideshows. If you like these pictures (I do on them), wonderful slideshows of your own fascinating fractals can easily be created (see the "Beginners Guide to Creating Beautiful Fractals" on TAD.Fractal for hints - and 7 terrific fractal programs). And there are tons of ready-made fractal images in the MegaDisc PD library. Try GR 7, GR 56, GR 140, GR 177 or MISC 173 Fractal Jigsaw.

Alphabet Soup and Kids.Disk: for the littlest members of the family, GR 166 has a slideshow of alphabet pictures, and TAD's Kids.Disk has a slideshow of cartoon characters.

### CD Slideshows

The Connoisseur Fine Art CD, makes an excellent slideshow, with over 400 works of art (predominantly paintings) from Classical Greek up to the Impressionists of the late 19th Century. Each picture is accompanied by a few paragraphs of notes on the artists, period etc. There are some wonderful paintings on this CD.

The Fractal Universe CD contains 400 pre-generated fractal images, which can be viewed in four ways: 20, 40 or 60 pictures chosen at random, or a continuous show of the full gallery.

### Conclusion

Well, that's about it for slideshows. I enjoyed setting up the slideshows on the jigsaw disks, and I love watching the continuous display of Connoisseur Art and Fractal Universe. You too, may find slideshows an interesting area of Crafty Arts to dabble in.

Leigh Murray  
Queanbeyan NSW  
June 1994

(A further MandelMountains picture is on page 12 - ed)

(continued from page 9)

It is one of those programs which is robust if you get all the settings right, fragile if you don't. This is particularly true if you get some key thing wrong about the backup or restore configuration. Unfortunately there is nothing to stop you putting in illegal combinations of options. One example is to state that you want to retain the directory structure when you are restoring an Image backup - directory structure is irrelevant in the situation - but you should say 'NO'. A mistake in this area will hang the system, but AmiBack is not alone in this sort of behaviour. I've already mentioned the same sort of behaviour with Quarterback 5.

One thing to watch out for is that changing settings which apply to the program as a whole won't take effect until you re-start the program. Failure to note this can cause a hang, for example if you add a new destination device and then try to back up to it straight away. What device? Bang!

There are some quirks to the software, such as the need to specify 'dummy' restore destinations, as well as real ones, in some specific situations involving multiple volume backups. But at least this one is documented in the manual. It is therefore a 'feature' rather than a bug.

### Conclusions

The best things about AmiBack are that it:

- is highly configurable
- recognizes a wide variety of devices as the backup destination
- is fairly intuitive to use
- allows backups of non-AmigaDOS partitions and other special cases as bit images
- is speedy. If the claims of no performance hit for compression, especially on accelerated systems, holds up, this is a big plus.
- is reliable (on my honour)!

On the down side, it is fairly fragile if you specify wrong combinations of backup or restore options.

Overall, I would thoroughly recommend Amiback, and if you don't already have an equivalent set of tools, the AmiBack + Tools package is good value at around \$120. This certainly beats Quarterback plus Quarterback Tools. As always, if you shop around, you may be able to do better than that.



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C W C

## What's Happening?

### Upcoming Meetings

**July 14:** MIDI demo.

Bring along your own music package and creations. Maybe you could be the next Mozart!

**August 18:** Colourburst Demo by Dave McRae / Michael Cox.

**September 8:** Internet Demo by Richard Sigg. Learn about the wider world that is Internet and see what all the fuss is about.

### WOCA

The Ami-Expo (if you haven't already found out) will probably (almost definitely!) be held in November, 1994. Stay tuned for further details.

### Raffle

A new raffle is coming up. Tickets will go on sale in July and be drawn in November. Watch this space!

### The BBS is shifting!

Actually, it has shifted already. The new phone number is (06) 294-3795. This happened over the weekend of 25-26 June 1994, so if you ring now, you shouldn't have any problems.

